



A SHORT
T R E A T I S E

On the GAME of

L O O :

IN WHICH IS CONTAINED

The METHOD of PLAYING
at This GAME,

Upon Equal, or Advantageous TERMS.

INCLUDING,

The LAWS of the GAME,

As PLAYED at the SELECT PARTIES of the
NOBILITY and GENTRY.

INSCRIBED TO

The LADIES of the West End of the Town.

L O N D O N :

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[Price SIX-PENCE,]

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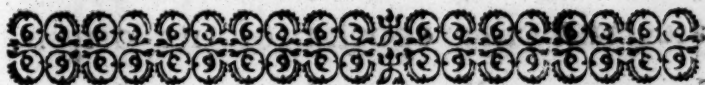
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A SHORT
T R E A T I S E

On the GAME of

L O O, &c.

THIS Game, which hath
T been within these few years
in vogue amongst the most
fashionable Ladies, was become ob-

B

solete

solete in the country, before its introduction in the capital. I cannot ascertain the epocha of its origin, but am inclined to think it a French game, called Loup in the West of *France*, probably from the greediness of the players at it. It is the same game as the English Loo, some variations and improvements excepted, which are approved of by the Beau Monde, to make it more brisk and more interesting.

The Laws of a game ought to be fixed and permanent, to avoid the little debates and evasions which selfish and arbitrary decisions must create. I have collected in this treatise the general Laws unanimously agreed

agreed upon by persons of the first rank, whose favourite game is Loo ; some particular cases are clearly stated, with the rules and calculations of chances, necessary to be understood by those who would play it well.

The RANK and ORDER of the CARDS.

THE Knave of Clubs, called Pam, is the highest trump of the four suits ; next to it, Ace, King, Queen, Knave, Ten, &c. according to the common order of succession, which makes fourteen trumps in Spades, Hearts and Diamonds, and thirteen in Clubs ; thus the Ten of Clubs is equivalent to the Knave of the three other suits : But the chance
of

of taking in a Club, when it is trump, is not equal, which is a circumstance to be observed by the player.

The Number of Players, and the best Method of DEALING.

THE number of players is not to exceed six, and it is certainly the most eligible, as the Loos must be more frequent, and the deal less than in a party of five, which however hath the preference in the opinion of some.

The person who draws the first Knave deals first, and every one pays his stake, which is doubled by the dealer. The best method of dealing is

is one card at a time, to avoid giving five of a suit, which makes up a flush : Every player is to have five cards dealt to him, and the dealer six, including the trump turned up. Every one hath the liberty to take in one, two, three, four, or even five new cards, provided the dealer hath at last the number which he requires.

The eldest hand may take in first the cards which he wants, or pass till each player hath changed his cards, and then do the same immediately before the dealer.

The cards of those who take none in, whether they intend to play or not, must not be thrown promiscuously

eriously with others, since any player who keeps his own cards should be suspected of having a flush, and deter others from playing.

PAM, with four other trumps, is call'd high flush, and hath the preference above all other flushes, even in the youngest hands.

Next, PAM, with four of any other suit, next a flush in trumps.

And lastly, a flush in any suit which is not trumps.

PAM, or a flush in any suit, exempt whoever hath them from being Loo'd.

The LAWS of the Game at LOO.

NObody is to touch the pack but the dealer, who is answerable for all the stakes.

Whoever hath more or less than five cards dealt to him, hath a right to call for a new deal, or any of the party.

If a card is faced, and it happens to be discovered, either in the dealing or in the stock, there must be a new deal.

Whoever revokes hath no share in the stake.

The

The dealer ought to leave in view upon the table his trump card, 'till it is his turn to take in cards.

If any body plays out of his turn, he is obliged to play the same card he played before, if the elder hand leads in the same suit.

If any body plays with fix cards, he is Loo'd.

If no body plays but the dealer, all the stakes are his own.



Some

Same GENERAL RULES *to be*
observed.

IT is necessary to observe how many play, and what number of cards each player takes in.

Never venture to take in five cards, except when no body plays but the dealer; for in that case you have a chance to take in some good trumps, if none of those who have passed have a flush.

When the game is unlimited, the chance of the gain is not adequate to the risque.

Be particularly cautious in venturing to play upon small trumps, when you are eldest hand ; for if you pay often a double stake, as Loo and Dealer, it will make a great difference in your gain or loss at the conclusion of the party.

If you have no other trump when you deal, but that turned up, and three or four have taken in cards before, do not play.

When you win, and have experienced your luck in taking in good trumps, you may now and then venture to play upon Ace or King alone ; but if you lose play prudently. You may venture more upon a large stake.

The

The party commonly ends when there is no Loo, and at the person who dealed first.

*Some PARTICULAR RULES to
be observed,*

When FIVE or FOUR play.

IF you have Pam, Ace, two little Trumps, and an Ace, play three rounds of Trumps ; for if all the Trumps are out the third round, you are sure to make four Tricks : If you have Pam, King, a little Trump, and two cards of another suit ; play Pam first, then your little Trump, which very likely may bring

the Ace, in which case you make two Tricks, and perhaps more if one of the two cards of your other suit is a King or a Queen.

If you have Pam, Queen, and Ten of Trumps, an Ace and a King of different suits ; play Pam and Ten, you have a chance to make two if not three Tricks.

If you have Pam, two or three little Trumps, play two rounds of Trumps.

If Pam or Ace is turned up, do not lead a Trump with a King and two little Trumps, but a card of any other suit.

If

If you have no other Trump but Ace or King, trump with either of them, if you have none of the suit which is led ; that's the only chance you have to make a Trick.

If you have three small Trumps and two cards of another suit, do not cut any card with either of them, for by throwing down your other cards, you have a chance to make a Trick in Trumps at last.

No favour is allowed to any person who hath not won a Trick, the youngest hand in that case is obliged to take.

It

It is a good play, in many cases, to give a Trick or two to any person who hath got one already, particularly when you risk to have at last a small card in doing the contrary.

What CARDS are to be kept in certain Cases.

IF you have Pam, a little Trump, and three cards of another suit, throw down your little Trump, and take in one which may be of the same suit of your three cards and make up a flush.

If

If you have four cards of a suit with the Ace, take in four, but do not try for a flush.

If you have the four Aces and a small Trump, do not take any card.

If you have King of Trumps, a small one, two Aces and a King of different suits, do not take any.

CALCULATIONS.

Shewing what one may lose in a certain limited time with bad luck ; suppose you play Half Guineas, Half Crowns, or Skillings L O O, and the chance of your adversaries having certain cards.

SUPPOSE six play four hours, allowing fifteen Minutes for every round, one deal with the other ; what may a person who is once Loo in every round lose in that space of time ?

If he plays Half Guineas limited, he may lose Forty Guineas.

If

If the game is unlimited, he may lose double that sum.

I reckon the stake of the dealer equivalent to the tricks he may win occasionally.

If he plays Half Crowns he may lose Ten Pounds.

If he plays Shillings he may lose Four Pounds.

You may estimate according to this calculation the chance of loss or gain.

If you play five it is four to one that all the Trumps are out.

If

If you play two, it is thirty-six to sixteen that Pam or one certain card is in the stock.

The most exact calculation of flushes amongst six players, is one every round.

The odds in favour of the dealer is six to five.

The additional stakes put down every deal for high flush, makes it very high.

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